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ASSIGNMENT BOOKLET A

DES2010

Design Studies 2010: Sections 1, 2, and 3 Assignments

FOR STUDENT USE ONLY

Date Assignment Submitted:

(If label is missing or incorrect)

Student File Number:

Time Spent on Assignment:

Course Number: _____

FOR OFFICE USE ONLY

Assigned

Teacher: _____

Assignment

Grading: _____

Graded by: _____

Date Assignment Received:

**Student's Questions
and Comments**

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correct course.***Teacher's Comments**_____
Teacher

INSTRUCTIONS FOR SUBMITTING THIS DISTANCE LEARNING ASSIGNMENT BOOKLET

When you are registered for distance learning courses, you are expected to regularly submit completed assignments for correction. Try to submit each section of assignments as soon as you complete it. Do not submit more than one Assignment Booklet in one subject at the same time. Before submitting your section assignments or your Assignment Booklet, please check the following:

- Are all the assignments completed? If not, explain why.
- Has your work been reread to ensure accuracy in spelling and details?
- Is the booklet cover filled out and the correct course label attached?

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Send all letters in a separate envelope.

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CAREER & TECHNOLOGY STUDIES

ASSIGNMENT
BOOKLET A

2-D Design Applications
DES 2010



Learning
Technologies
Branch

Alberta
LEARNING

FOR TEACHER'S USE ONLY

Summary

	Total Possible Marks	Your Mark
Section 1 Assignment	10	
Section 2 Assignment	10	
Section 3 Assignment	50	

Teacher's Comments

This document is intended for

Students	✓
Teachers	✓
Administrators	
Parents	
General Public	
Other	

Design Studies 2010
2-D Design Applications
Assignment Booklet A
Learning Technologies Branch
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ASSIGNMENT BOOKLET A

DESIGN STUDIES 2010— 2-D DESIGN APPLICATIONS

Your mark on this course will be determined by how well you do your assignments in the Assignment Booklets.

There are three section assignments in this Assignment Booklet. This Assignment Booklet is worth 70 marks out of the total 100 marks for this course.

Work slowly and carefully. If you are having difficulties, go back and review the appropriate section. Be sure to proofread each assignment carefully.

10

Section 1 Assignment: Your Design Journal and Portfolio

Read all parts of your assignment carefully and record your answers in the appropriate places.

Your design journal is the first step to having project work from which you can select your best pieces to place into your design portfolio. A portfolio is often needed for entry into design or art school or it can help you get your next job.

Your task in this section is to create a section divider (title page) that could be used for your two-dimensional design work in your design portfolio. The section divider should feature a drawing or several designs that will introduce your teacher to your two-dimensional drawings and your skills in this area.

You can exhibit your personal preferences and interests in two-dimensional graphic designs, sketches, drawings, or computer-generated graphics.

Staple your divider securely to the following page. Be sure to date and initial your work.

(You may use a blank sheet as a placeholder for your section divider in your portfolio.)

Staple your divider to this page.

10

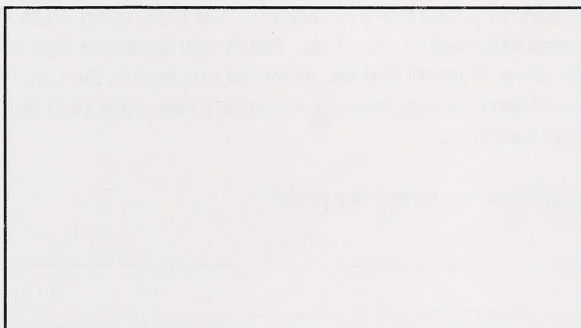
Section 2 Assignment: Elements and Principles of Design

Read all parts of your assignment carefully and record your answers in the appropriate places.

The elements of design (line, shape, form, space, texture, pattern, and colour) are the fundamental and powerful tools for designer use. A designer also makes use of the principles of design (balance, unity, contrast, emphasis, proportion, movement, and rhythm) to create good design.

Create a business card, measuring 9 cm × 5 cm, for yourself, your family, a friend, or a business.

You may wish to review the recommendations and suggestions for designing a business card (Section 2: Activity 2) before starting this assignment.



50

Section 3 Assignment: Skills Development

Read all parts of your assignment carefully and record your answers in the appropriate places.

Using the design process helps designers create solutions for two-dimensional design problems. The design process starts with a need or a problem to solve, followed by brainstorming, a design brief, research, a solution, fabrication, and finally the evaluation. This process is not always a straight path, but may include loops that lead you backwards and forwards to allow you to consider new information or ideas at any point in the project.

Use the following information to answer questions 1 and 2.

Note: You must make your billboard design in a reduced scale in the fabrication stage.

The town you live in is attracting more and more tourists because of its historical, architectural, and cultural features. The local town council has approached you to design a large billboard (4 m × 3 m), which will appear at each main entrance into the town. The town suggests that the billboard emphasize the town's three main features and that it should have at least two photographs illustrating each feature. The billboard must have a simple caption.

③

1. What is the need for your project?

2. Use the remaining stages of the design process to design a billboard that will fulfil the need. Several pages are provided for your answer; use your own paper if you require more space.
Note: In the fabrication stage, you will actually make your billboard design in smaller scale.

⑩

a. brainstorming

③

b. design brief

⑥

c. research (List six questions related to the problem.)

⑥

d. solution

⑭

e. fabrication (Make a scale design of the billboard. Your scale design should be a minimum size of 24 cm × 18 cm.) You do **not** have to take any photographs. Simple line drawings will be adequate.

⑧

f. evaluation

(There is more room for your answer on the next page.)

(There is more room for your answer on the next page.)

(There is more room for your answer on the next page.)

(There is more room for your answer on the next page.)

(If you require more room for your answer,
use your own paper and attach it securely to this Assignment Booklet.)

